

AN INVESTIGATION OF ADULT GAMBLING IN JAMAICA

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Introduction

- In recent years, Jamaica has experienced extensive legalization of gambling. This has included the entrance of two lottery companies, accompanied by their many games and an increased number of gaming lounges. There also relatively high tolerance and acceptance of gambling practices in Jamaica.
- Despite the growth of the games of chance industry, the establishment of gaming establishments and continued discussions on casino gambling, no general population assessment has been done to date.

Objective

The study aimed to:

1. provide baseline data on prevalence and incidence rates of problem and pathological gambling to inform program and treatment interventions
2. provide benchmark data against which future changes can be measured.

Methodology

An island-wide household-based cross-sectional quantitative survey was completed among 2001 adults aged 18yrs – 65yrs.

This yielded results projectible +/- 5% at the 95% confidence level. The sample was quota controlled by age, gender, and urban/ rural status to mirror population distribution. Data was collected from August to October 2021.

Summary of Findings



BEHAVIOURAL FINDINGS:

- The introductory age to gambling is under 25yrs for the majority of respondents, with approximately a quarter (26.4%) first engagement in gambling taking place before their 18th birthday.
- More than half (62.5%) of respondents have gambled at least once in their lifetime with significantly fewer (34.4%) being current gamblers, indicating that they have gambled in the past year. This differs from larger populations where more of the residents are involved in gambling in the past 12 months.



ATTITUDINAL FINDINGS:

- Currently, in Jamaica, there is relatively high support for gambling overall. More than a half of respondents endorsed the statement that “Many people regard gambling as an escape from personal problems and worries”.



PROBLEM GAMBLING

- Population problem gambling prevalence was measured using two scales, specifically the *Problem and Pathological Gambling Measure (PPGM)* and the *Canadian Problem Gambling Index (CPGI)*.

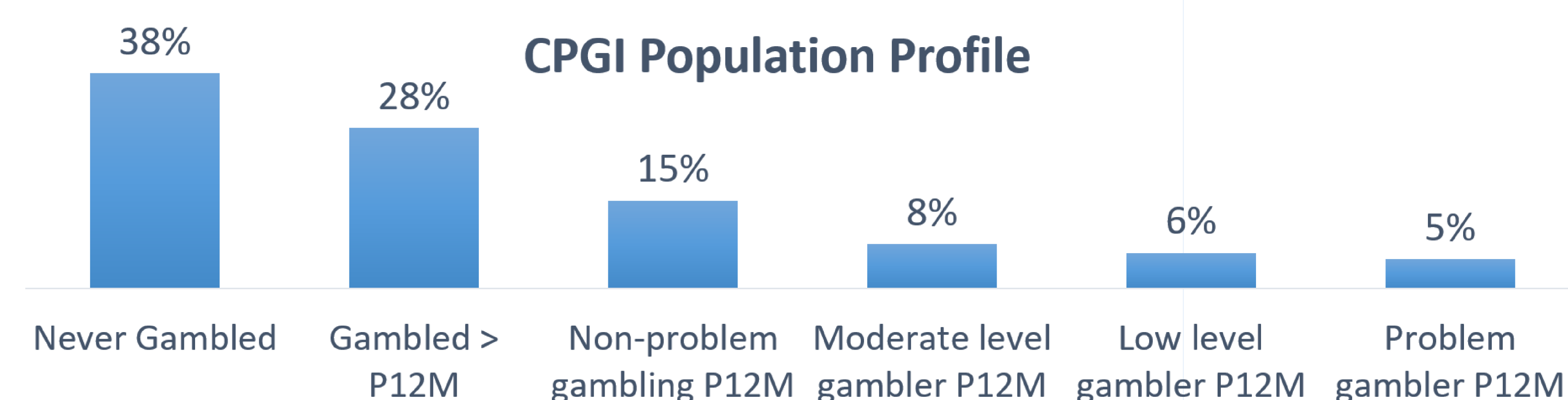
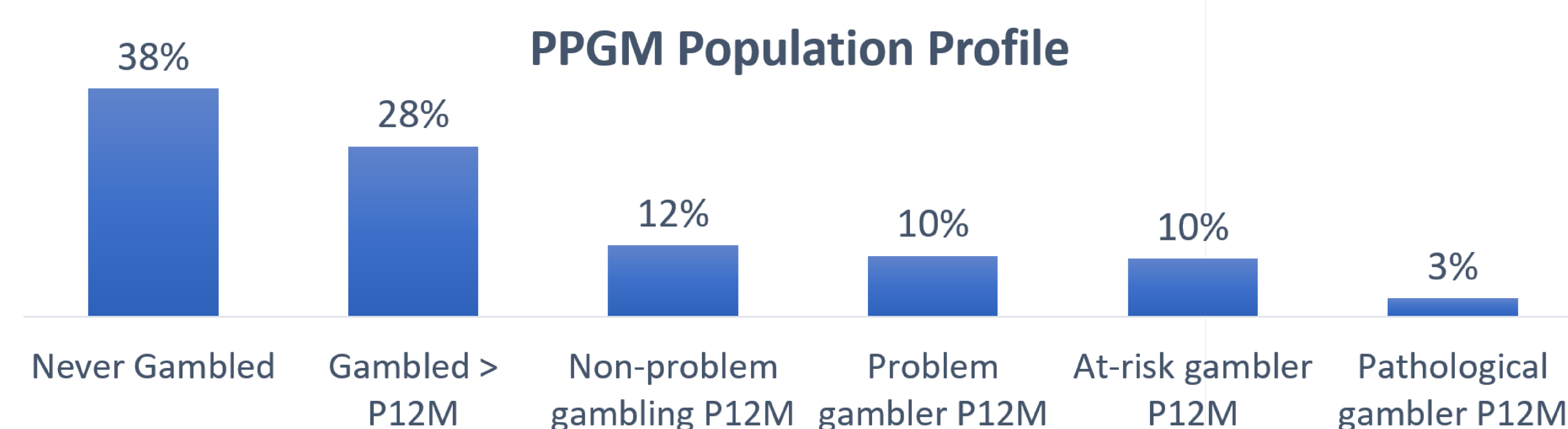
Problem and/or pathological gamblers were found to be

MORE LIKELY TO:

- Be in the younger age cohorts (18-29yrs)
- Experience high levels of stress and be under a doctor's care due to physical or emotional problems brought on by stress
- Have a family history of gambling
- Be exposed to intervention
- Use alcohol and drugs while gambling
- Be intoxicated while gambling
- Have an urge to gamble due to painful life situations
- Have an urge to consume alcohol due to painful life situations
- Consume alcohol and be intoxicated in the past 12 months
- Have an urge to use marijuana due to painful life situations
- Smoke cigarettes and marijuana once in their lifetime and in the past 12 months
- Be involved in a physical fight in the past 12 months
- Have sought professional help to speak about a problem at least once in their lifetime
- Socialize with friends in the past 12 months

LESS LIKELY TO:

- Display high resilience
- Demonstrate strong humility-honesty on HEXACO Inventory
- Demonstrate strong conscientiousness on HEXACO Inventory



**Gambling refers to playing games for money